



DOOM POOL REFERENCE

When a watcher adds a die to the doom pool, they should describe why the situation's doom is increasing - why things are getting harder for the players. We refer to these as Escalations. Examples in the book include innocents being endangered and collateral property damage.

These are both great - and very Marvel. But if they are your go-to Escalations, it gets boring fast. So here, We've compiled a few Escalations, and the type of Doom the Foreshadow - if you use Escalations and Dooms from the same groups, you'll look like a genius that sets up the narrative intuitively, and eventually you will come up with better ideas than just these!

Note that any combination can be made to work extremely well, but the ones we list seem better suited to the Escalations than others - Your group might find otherwise, though!

ESCALATION

You show tells to your enemy, he can see your weaknesses

The Villain Boasts about how easily he is crushing you

Collateral Damage (See tables below for suggested kinds)

Endangered Innocents (This also works as a New Doom - though you can Escalate a scene this way, too.)

Approaching Hostiles* (Police, Military, Vigilante, Enemy)

*The escalation should be clues to their approach, such as sounds or lights.

A Scene Distinction counts down/grows/grows, etc.

DOOM

Add a Dice to any Dice Pool
Use an Effect Die from Reaction Total
Activate SFX
Add More dice to the Reaction total
Add Extra Effect Die

Interrupt the Action Order
End The Scene
Split the Party
Change stress type

Interrupt the Action Order
Split the Party
Create a New Scene Distinction
Activate Scene or Distinction SFX
Add Dice to to any pool specifically to
inflict Emotional Stress
End the Scene

Add Dice to to any pool specifically to
inflict Emotional Stress
End the Scene

Add Combatants to the Scene
End the Scene

Activating Scene or Distinction SFX



COLLATERAL DAMAGE GENERATOR!

Type of Damage Inflicted

This type of damage might have to be adjusted by cause - it's hard to slice an object with a hammer, for example.

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|-------------------|----------------|----------------|
| 1. Blackened | 11. Sliced | 21. Burst |
| 2. Smoldering | 12. Julienned | 22. Ruined |
| 3. Broken | 13. Rolled | 23. Shattered |
| 4. Splintered | 14. Shredded | 24. Withered |
| 5. Cloven in two | 15. Chunked | 25. Warped |
| 6. Crushed | 16. Frozen | 26. Battered |
| 7. Compacted | 17. Pulverized | 27. Fractured |
| 8. Flattened | 18. Chipped | 28. Fragmented |
| 9. Perforated | 19. Dented | 29. Collapsed |
| 10. Swiss cheesed | 20. Mangled | 30. Ruptured |

URBAN (Assumes major metropolitan or city area, outdoors)

1. Sidewalk
2. Street
3. Bridge
4. Fire escape
5. Fire hydrant
6. Lamppost
7. Street sign
8. Storefront window
9. Upper story window
10. Brick wall
11. Concrete wall
12. Building corner
13. Front steps
14. Awning
15. Taxicab
16. City bus
17. Motorcycle
18. Dumpster
19. Semi truck
20. Park bench
21. Tree
22. Parking Meter
23. Glass Wall
24. Hot Dog Cart
25. Column
26. Gas Pump
27. Water Tower
28. Utility Pole

URBAN (Indoors)

1. Window
2. Wall
3. Large Dining/Conference Table
4. Chair
5. Filing Cabinet
6. Major Appliance
7. Couch/Sofa
8. Bed
9. Coffee Table
10. Computer
11. Desk
12. Water Cooler
- 13.

INDUSTRIAL (Also Laboratory, and Military Base)

1. Forklift
2. Mainframe Computer
3. Robot Lifting Arm
4. Shelf of Chemicals
5. Weapons Racks
6. Lockers
7. Toolchest
8. Crates
9. Barrels
10. Snack Machine
11. Cardboard Boxes
12. Filing Cabinet
13. Ammunition Crates
14. Stepladder

RURAL/Wilderness (Outdoors)

1. Livestock
2. Tractor
3. Hay Bale
4. Tree
5. Barn
6. Vintage Car
7. Tree
8. Wooden Building
9. Outhouse
10. Gas Pump
11. Pit
12. Vines
13. Wild Animal